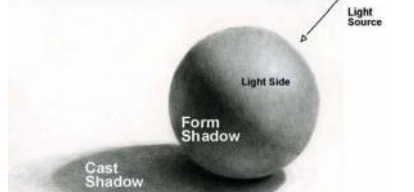


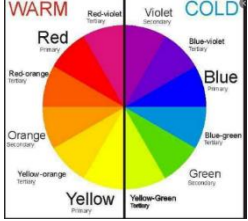
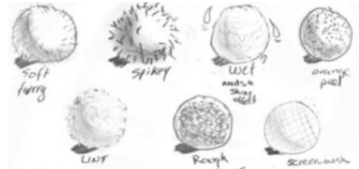
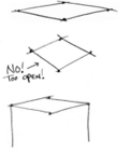
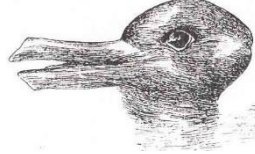
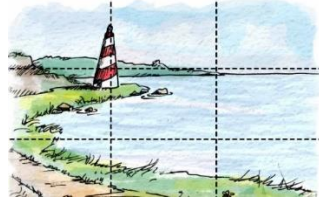



Art Vocabulary	Definition	Visual representation
<i>Light Source</i>	A 'light source' must be identified to enable correct shadowing to be added to a sketch - the direction the light is coming from.	
<i>Placement</i>	Placement - is using techniques to place an object closer / further away / higher / lower	
<i>Shading</i>	Shading - applied to an object to create a shadow on the opposite side to a light source.	
<i>Analogous Colours</i>	Analogous Colours - Colours which are side by side on the colour wheel and therefore can be split into warm and cold colours	
<i>Texture</i>	Texture - the feel, appearance and consistency of a surface or substance.	
<i>Foreshortening</i>	Foreshortening - is distorting an object to create the illusion that one part of it is closer to your eye than another part.	
<i>Illusion</i>	Illusion - is drawing in a way that creates a deceptive appearance or impression.	
<i>Composition</i>	Composition - The arrangements of shape and images in a picture	
<i>Perspective</i>	Perspective - to speculate or to see the illusion of depth on our two-dimensional surface.	
<i>Focal point</i>	<i>Focal Point</i> - the main reference point to which all objects align.	